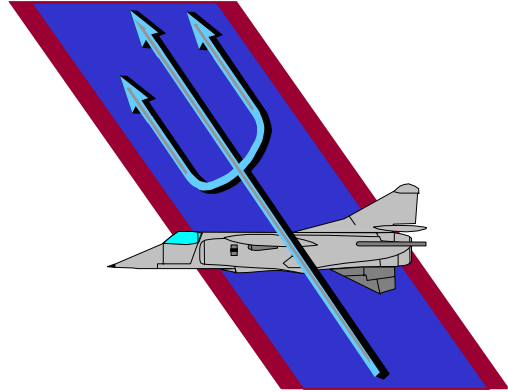


# ATLANTIS

## *MODEL SUMMARY:*

Atlantis is an unclassified computer-assisted air and space employment model. The model is limited to air forces only and simulates combat at the high tactical to low operational levels of warfare. Sponsors typically employ the Atlantis model as a capstone to reinforce leadership concepts taught throughout Squadron Officer School (SOS). Specifically, the wargame reinforces to the students the concepts of group problem solving, organization, communication, team building, situational leadership and followership. It has an ancillary benefit for the students to learn about employing air and space power. Currently, two basic scenarios are available for use with the Atlantis model. Both scenarios represent fictitious landmasses known as “Atlantis” or “Pisces.” Capable of multiple turns, the model runs on linked personal computers. The sponsor (faculty in most cases) can interpret results with minimal AFWI controller support. Atlantis-based wargames use a common combat model with scenario databases that can be modified to meet the specific requirements of the game sponsor.



## *MODEL CUSTOMERS:*

The Atlantis model supports the capstone wargame conducted at Squadron Officer School. A description of the Squadron Officer School exercise is included in this compendium.

## *OBJECTIVES/PURPOSE:*

As a capstone exercise, Atlantis is geared toward allowing the students to demonstrate problem solving and group dynamics via a predominantly air and space-based scenario by:

- a. Organizing student participants to meet assigned tasks.
- b. Establishing logical problem-solving methods for handling various situations, including time-sensitive and multitasked events.
- c. Demonstrating strong leadership and strong followership.
- d. Developing methods for them to accomplish effective communications between the various players.

*GENERAL INFORMATION:*

- a. The Atlantis model program manager is Maj Al Fragala, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6637.
- b. The Atlantis project manager is Capt John Celka, Air Force Wargaming Institute, CADRE/WGTD, DSN: 493-1285.